

**WHAT IS CLAIMED IS:**

1           1. A computer-implemented method for managing distribution of games, the method  
2 comprising:

3               receiving a first E-mail game on a server located at a server site;  
4               storing the received first E-mail game at the server site with a previously  
5 stored second E-mail game;  
6               providing access to the first and second E-mail games for retrieval; and  
7               sending the first E-mail game, if requested by a first player, to a first game  
8 player site for initiating an instance of the first E-mail game.

1           2. The computer-implemented method of claim 1 further comprises:

2               receiving a file on the server from the first game player site, the file including  
3 data representing a first game move associated with an initiated instance of the first  
4 E-mail game;

5               producing an E-mail message that includes data representing the first game  
6 move applied to the initiated instance of the first E-mail game; and

7               transmitting the E-mail message to a second game player site to initiate a  
8 second game move of the initiated instance of the first E-mail game by a second  
9 player.

1           3. The computer-implemented method of claim 1, wherein the first E-mail game is  
2 received from an E-mail game developer site.

1           4. The computer-implemented method of claim 1, wherein the first and second E-  
2 mail games are stored on a storage device storing multiple E-mail games.

1           5. The computer-implemented method of claim 2, wherein the file uses hypertext  
2 transfer protocol (HTTP).

1           6. The computer-implemented method of claim 2, wherein the file includes  
2 extensible markup language (XML).

1           7. The computer-implemented method of claim 2, wherein the file includes a  
2 message from the first player for delivery to the second player.

1           8. The computer-implemented method of claim 2, wherein the file identifies the  
2 second player.

1           9. The computer-implemented method of claim 2, further comprising:  
2 storing the first game move applied to the initiated instance of the first E-mail game  
3 on a storage device in communication with the server.

1           10. The computer-implemented method of claim 2, wherein the E-mail message  
2 includes an invitation for the second player to participate in the initiated instance of the first  
3 E-mail game.

1           11. The computer-implemented method of claim 2, wherein the E-mail message  
2 includes an advertisement for displaying to the second player.

1           12. The computer-implemented method of claim 2, wherein the E-mail message  
2 includes the state of the initiated instance of the first E-mail game.

1           13. The computer-implemented method of claim 2, wherein the first E-mail game is a  
2 turn-based E-mail game.

1           14. The computer-implemented method of claim 2, wherein the first game move  
2 applied to the initiated instance of the first E-mail game is displayed at the second game  
3 player site based on receipt of the E-mail message.

1           15. The computer-implemented method of claim 1 further comprises:  
2 receiving a file on the server from the first game player site, the file including  
3 data representing a first game move associated with an initiated instance of the first  
4 E-mail game;  
5 producing an E-mail message that includes data representing the server being  
6 ready to transmit an HTTP file that includes data representing the first game move  
7 applied to the initiated instance of the first E-mail game; and

8 transmitting the E-mail message to a second game player site to initiate a  
9 second game move of the initiated instance of the first E-mail game by a second  
10 player.

1 16. A computer program product, tangibly embodied in an information carrier, for  
2 managing distribution of games on a computer, the computer program product being  
3 operable to cause a machine to:  
4 receive a first E-mail game file on a server at a server site;  
5 store the received first E-mail game at the server site with a previously stored  
6 second E-mail game file;  
7 provide access to the first and second E-mail games file for retrieval; and  
8 send the first E-mail game, if requested by a first player, to a first game player  
9 site for initiating an instance of the first E-mail game.

1 17. The computer program product of claim 16, being further operable to cause a  
2 machine to:  
3 receive a file on the server from the first game player site, the file including  
4 data representing a first game move associated with an initiated instance of the first  
5 E-mail game;  
6 produce an E-mail message that includes data representing the first game  
7 move applied to the initiated instance of the first E-mail game; and  
8 transmit the E-mail message to a second game player site to initiate a second  
9 game move of the initiated instance of the first E-mail game by a second player.

1 18. The computer program product of claim 16, wherein the first E-mail game is  
2 received from an E-mail developer site.

1 19. The computer program product of claim 16, wherein the first and second E-mail  
2 games are stored on a storage device storing multiple E-mail games.

1 20. The computer program product of claim 17, wherein the data file uses hypertext  
2 transfer protocol (HTTP).

1           21. The computer program product of claim 17, wherein the data file includes  
2           extensible markup language (XML).

1           22. The computer program product of claim 17, wherein the file includes a message  
2           from the first player for delivery to the second player.

1           23. The computer program product of claim 17, wherein the file identifies the second  
2           player.

1           24. The computer program product of claim 17, being further operable to cause a  
2           machine to:  
3           store the first game move applied to the initiated instance of the first E-mail game on  
4           a storage device in communication with the server.

1           25. The computer program product of claim 17, wherein the E-mail message includes  
2           an invitation for the second player to participate in the initiated instance of the first E-mail  
3           game.

1           26. The computer program product of claim 17, wherein the E-mail message includes  
2           an advertisement for displaying to the second player.

1           27. The computer program product of claim 17, wherein the E-mail message includes  
2           the state of the initiated instance of the first E-mail game.

1           28. The computer program product of claim 17, wherein the first E-mail game is a  
2           turn-based E-mail game.

1           29. The computer program product of claim 17, wherein the first game move applied  
2           to the initiated instance of the first E-mail game is displayed at the second game player site  
3           based on the receipt of the E-mail message.

1           30. The computer program product of claim 16, being further operable to cause a  
2           machine to:

3           receive a file on the server from the first game player site, the file including  
4           data representing a first game move associated with an initiated instance of the first  
5           E-mail game;

6           produce an E-mail message that includes data representing the server being  
7           ready to transmit an HTTP file that includes data representing the first game move  
8           applied to the initiated instance of the first E-mail game; and

9           transmit the E-mail message to a second game player site to initiate a second  
10          game move of the initiated instance of the first E-mail game by a second player.

1          31. A process for managing distribution of games comprises:

2           a process to receive a first E-mail game on a server located at a server site;

3           a process to store the received first E-mail game at the server site with a  
4           previously stored second E-mail game; and

5           a process to provide access to the first and second E-mail game file for  
6           retrieval; and

7           a process to send the first E-mail game, if requested by a first player, to a first  
8           game site for initiating an instance of the first E-mail game.

1          32. The process of claim 31 further comprises:

2           a process to receive a file on the server from the first game player site, the file  
3           including data representing a first game move associated with an initiated instance of  
4           the first E-mail game;

5           a process to produce an E-mail message that includes data representing the  
6           first game move applied to the initiated instance of the first E-mail game; and

7           a process to transmit the E-mail message to a second game player site to  
8           initiate a second game move of the initiated instance of the first E-mail by a second  
9           player.

1          33. The process of claim 31, wherein the first E-mail game is received from an E-  
2          mail game developer site.

1          34. The process of claim 32, wherein the first and second E-mail games are stored on  
2          a storage device storing multiple E-mail games.

1           35. The process of claim 32, wherein the file uses hypertext transfer protocol  
2           (HTTP).

1           36. The process of claim 32, wherein the file includes extensible markup language  
2           (XML).

1           37. The process of claim 32, wherein the file includes a message from the first player  
2           for delivery to the second player.

1           38. The process of claim 32, wherein the file identifies the second player.

1           39. The process of claim 32 further comprising:  
2           a process to store the first game move applied to the initiated instance of the first E-  
3           mail game on a storage device in communication with the server.

1           40. The process of claim 32, wherein the E-mail message includes an invitation for  
2           the second player to participate in the initiated instance of the first E-mail game.

1           41. The process of claim 32, wherein the E-mail message includes an advertisement  
2           for displaying to the second player.

1           42. The process of claim 32, wherein the E-mail message includes the state of the  
2           initiated instance of the first E-mail game.

1           43. The process of claim 32, wherein the first E-mail game is a turn-based E-mail  
2           game.

1           44. The process of claim 32, wherein the first game move applied to the initiated  
2           instance of the first E-mail game is displayed at the second game player site based on the  
3           receipt of the E-mail message.

1           45. The process of claim 31 further comprises:  
2           a process to receive a file on the server from the first game player site, the file  
3           including data representing a first game move associated with an initiated instance of  
4           the first E-mail game;

5 a process to produce an E-mail message that includes data representing the  
6 server being ready to transmit an HTTP file that includes data representing the first  
7 game move applied to the initiated instance of the first E-mail game; and  
8 a process to transmit the E-mail message to a second game player site to  
9 initiate a second game move of the initiated instance of the first E-mail by a second  
10 player.

1 46. A game distribution system comprising:

2 a server capable of,  
3 receiving a first E-mail game at a server site,  
4 storing the received first E-mail game at the server site with a  
5 previously stored second E-mail game,  
6 providing access to the first and second E-mail games for retrieval, and  
7 sending the first E-mail game, if requested by a first player, to a first  
8 game player site for initiating an instance of the first E-mail game.

1 47. The game distribution system of claim 46, wherein the server is further capable

2 of:

3 receiving a file from the first game player site, the file including data  
4 representing a first game move associated with an initiated instance of the first E-mail  
5 game;  
6 producing an E-mail message that includes data representing the first game  
7 move applied to the initiated instance of the first E-mail game; and  
8 transmitting the E-mail message to a second game player site to initiate a  
9 second game move of the initiated instance of the first E-mail game by a second  
10 player.

1 48. The system of claim 46, wherein the first E-mail game is received from an E-mail  
2 game developer site.

1 49. The game distribution system of claim 46, wherein the server is further capable

2 of:

3 receiving a file from the first game player site, the file including data  
4 representing a first game move associated with an initiated instance of the first E-mail  
5 game;

6 producing an E-mail message that includes data representing the server being  
7 ready to transmit an HTTP file that includes data representing the first game move  
8 applied to the initiated instance of the first E-mail game; and

9 transmitting the E-mail message to a second game player site to initiate a  
10 second game move of the initiated instance of the first E-mail game by a second  
11 player.

1 50. A game distribution system comprising:

2 a first game player site capable of,

3 receiving an E-mail message from a server site, the E-mail message  
4 associated with a first game move applied to an initiated instance of an E-mail  
5 game;

6 producing a file that includes data representing a second game move  
7 applied to the initiated instance of the E-mail game; and

8 transmitting the file to the server site to initiate a next game move of  
9 the initiated instance of the first E-mail game.

1 51. The game distribution system of claim 50, wherein the E-mail message includes  
2 data representing the first game move applied to the initiated instance of the E-mail game.

1 52. The game distribution system of claim 50, wherein the E-mail message includes  
2 data representing the server being ready to transmit an HTTP file that includes data  
3 representing the first game move applied to the initiated instance of the first E-mail game.